

**System and Method for Compiling Sourc Cod for
Multi-Processor Environments**

ABSTRACT

A system and method for compiling source code for
5 multi-processor environments is presented. Source code is
compiled which creates an object file whereby the object
file includes multiple object code subtasks. Source code
subtasks are compiled into object code subtasks using one
of three approaches which are 1) a lowbrow approach, 2) a
10 brute force approach, and 3) a program directive approach.
Each object code subtask is formatted to run on a
particular processor type with a particular architecture,
such as a microprocessor-based architecture or a digital
signal processor-based architecture. During runtime, each
15 object code is loaded onto its corresponding processor type
for execution.